

Abberley Parochial V.C. Primary School Rooted and Grounded in love Computing Curriculum Overview

Rotation 1

	Autumn	Spring	Summer		
EYFS	The EYFS computer curriculum is learnt through a mixture of play and practical application of skills				
	Online Safety				
	Using a computer				
	All about instructions				
	Exploring hardware				
	Introduction to data				
	Programming Bee-Bots				
Year 1 & 2	Online Safety: Hector's World	Computer Science: Programming using	Information Technology:		
	Digital Literacy: Improving Mouse Skills (Y1)	Scratch Jr	Data handling: Introduction to Data		
	Word Processing (Yr2)		International Space station		
×	Online Sefety Outerhullving Super		Disital Literatu		
Year 3 & 4	Online Safety: Cyberbullying, Super	Computer Science: Journey Inside a	Digital Literacy		
	Searchers, Copycats, too much information?	computer	Information Technology:		
	The online community and Superheroes	Programming using Scratch	Collaborative learning (Microsoft		
			Forms & Spreadsheets)		
			PowerPoint Presentation		
Year 5 & 6	Online Safety: Play Like share Band Runner	Computer Science	Digital literacy		
		Information Technology:	Computer Science		
		Programming using Micro: bit	Information Technology:		
			Bletchley Park – history of computers		
			and coding		
			Audacity software		

Rotation 2

	Autumn	Spring	Summer	
EYFS	The EYFS computer curriculum is learnt through a mixture of play and practical application of skills Online Safety Using a computer All about instructions Exploring hardware Introduction to data Programming Bee-Bots			
Year 1 & 2	Online Safety: Jessie and Friends Lee and Kim's Adventures (Sid's Top Tips) Digital Literacy: Improving Mouse Skills (Y1) Word Processing (Yr2)	Computer Science Information Technology: What is a computer? Programming using Bee Bot (Y1) Roamer (Y 2)	Information Technology Digital Literacy: Creating Media using Stop motion	
Year 3 & 4	Online Safety Digital literacy: Captain Kara and the SMART Crew	Computer Science: Programming: Pupils learn that computational thinking is made up of four pillars (decomposition, pattern recognition, abstraction and algorithm design) Information Technology Digital Literacy: Emailing	Computer Science: Computational Thinking: Changing HTML and CSS code to alter images and 'remixing' a website's text and images to create a fake news story.	
Year 5 & 6	Online Safety: Be Internet Legends	Computer Science Information Technology: Creating media	Computer Science Information Technology: Data handling: Mars Rover 1	